

FIG. 1

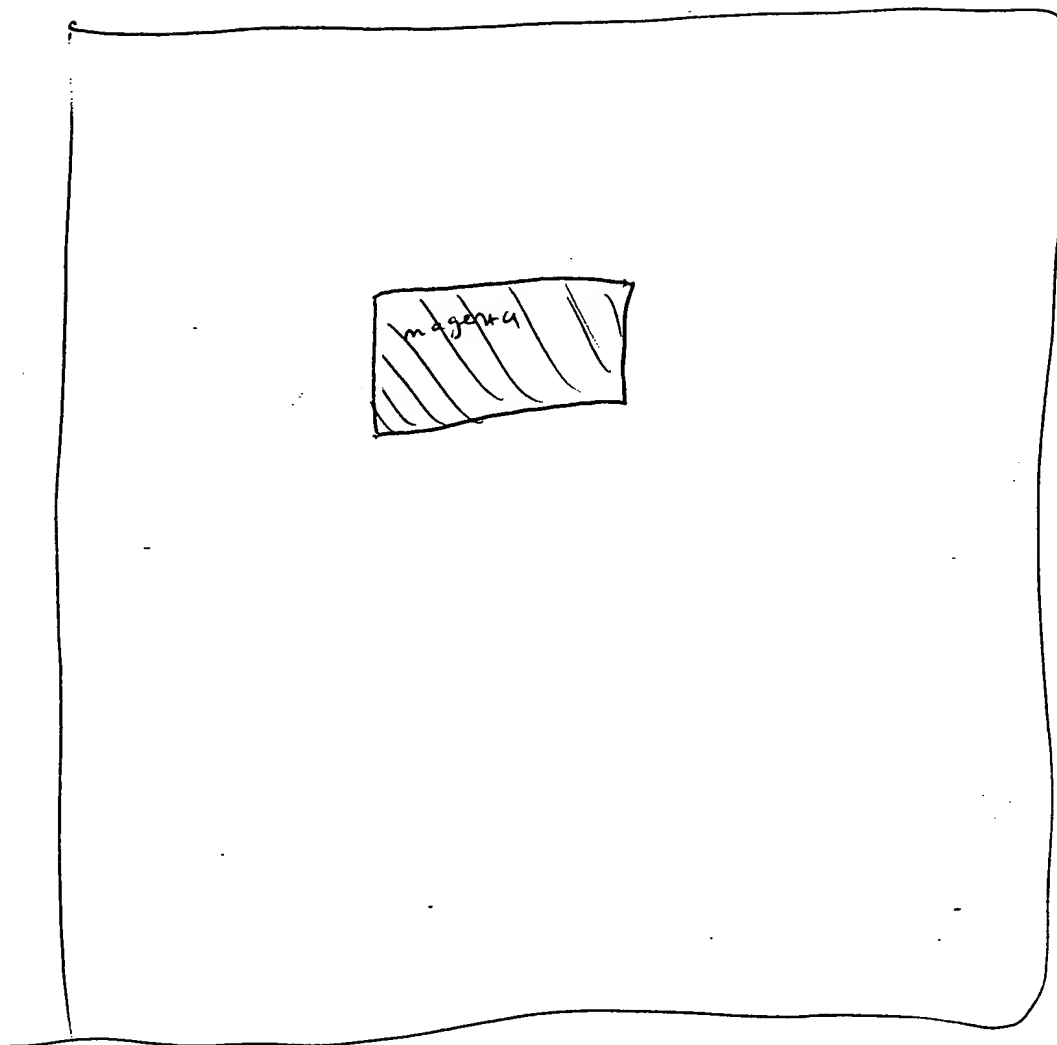


FIG. 2

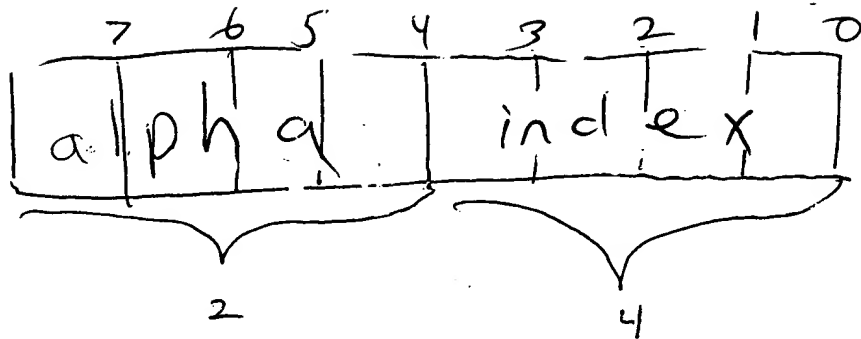


FIG. 3

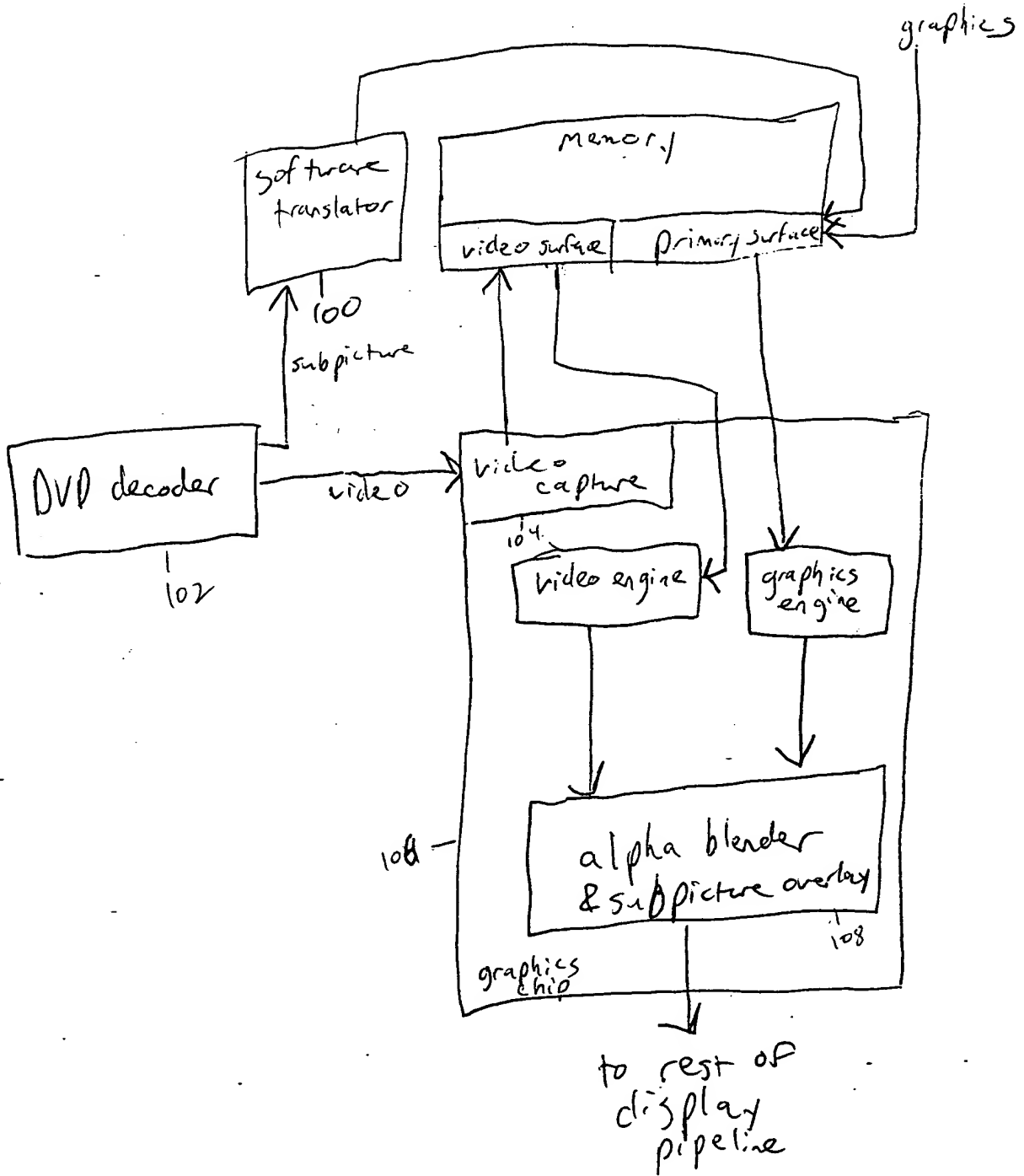
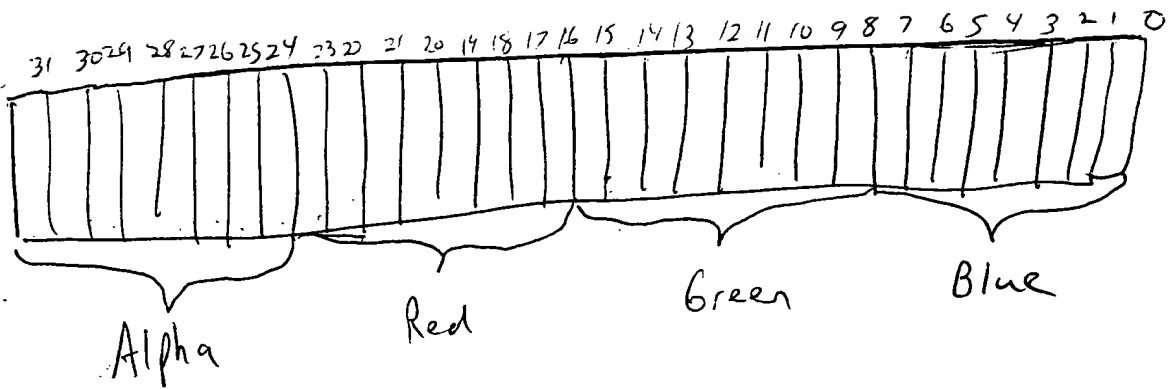


FIG. 4



≤ 16.5

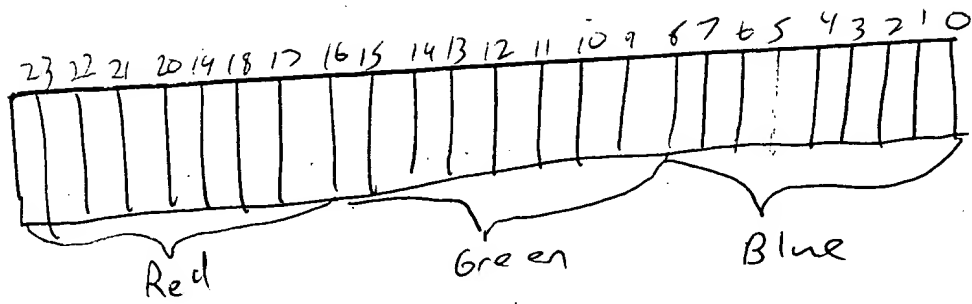


FIG. 6

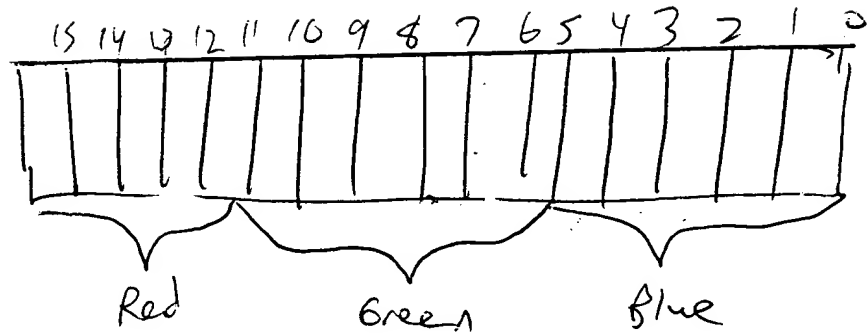
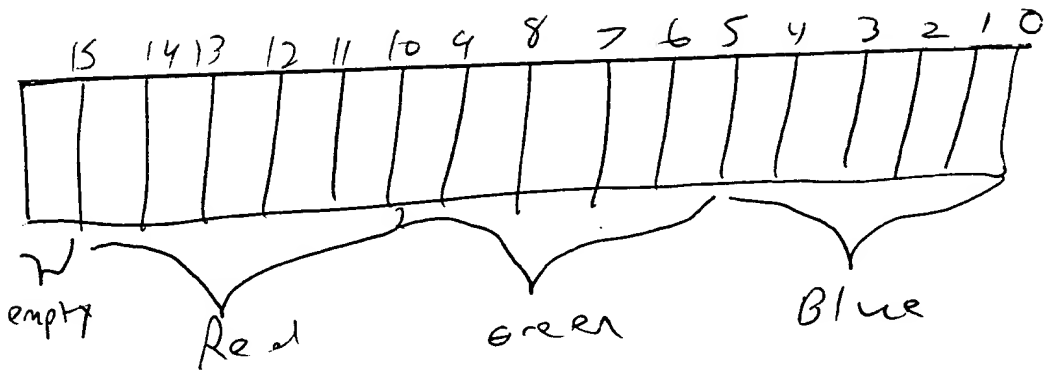


Fig. 7



F16. 8



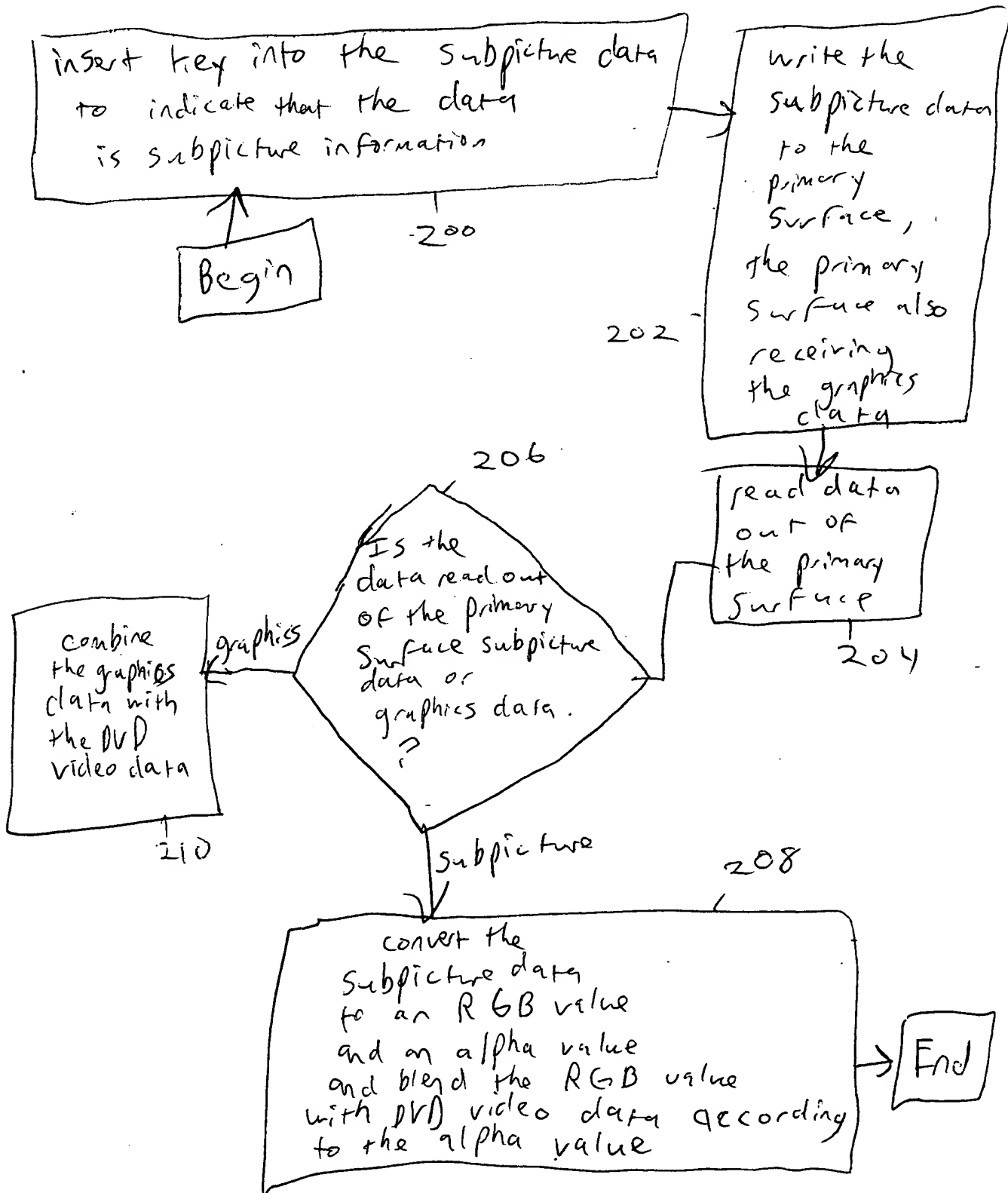


FIG. 9

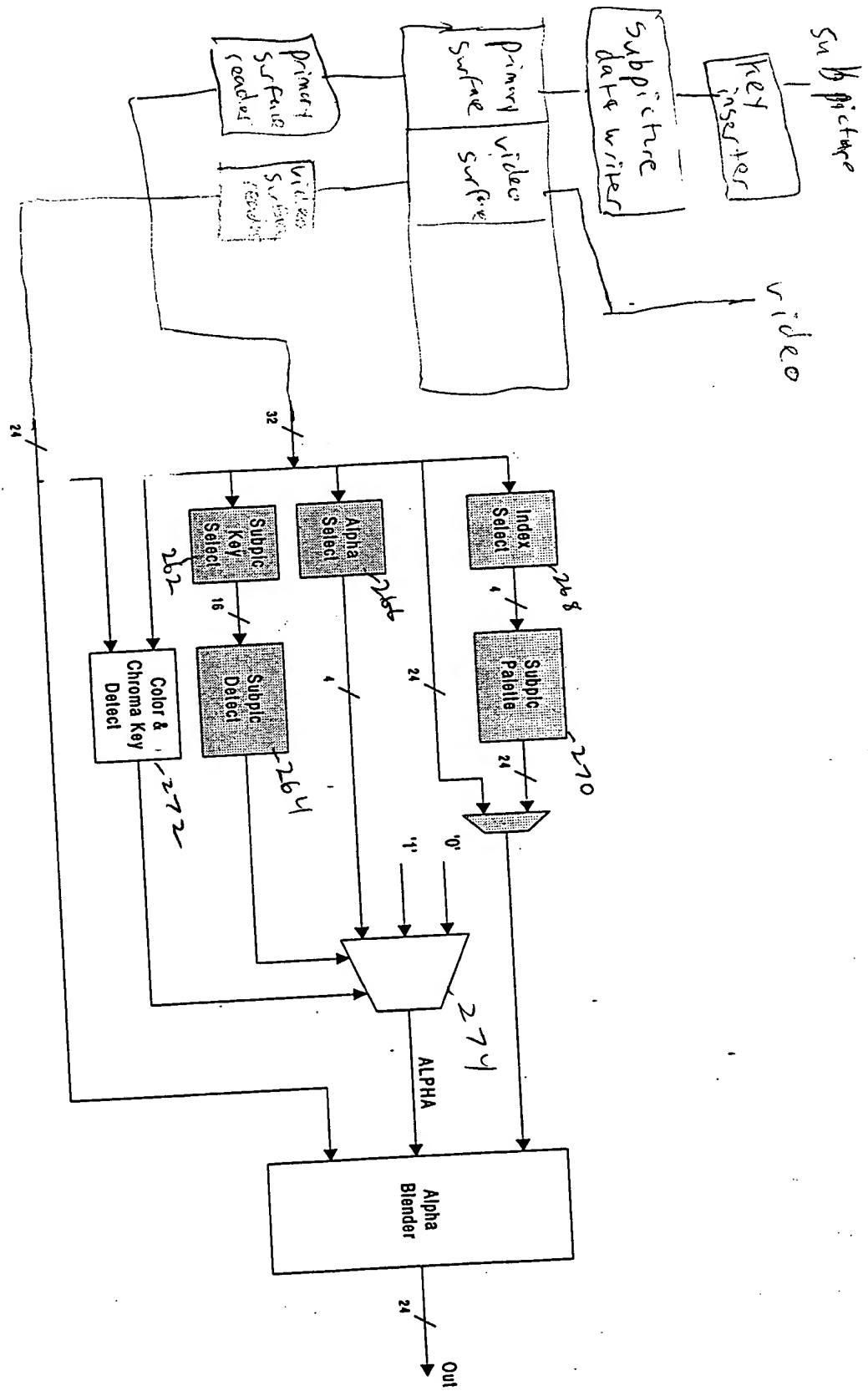


FIG. 10

FIG. 10 is a block diagram of a video processing system. The system includes a subpicture key inserter, a primary video surface, a primary surface reader, a video surface reader, an index select, an alpha select, a subpic key select, a color & chroma key detect, a subpic palette, an alpha blender, and an output. The subpicture key inserter receives subpicture data and outputs to the primary video surface. The primary video surface receives video input and outputs to the primary surface reader and the video surface reader. The primary surface reader outputs to the index select. The video surface reader outputs to the alpha select, the subpic key select, and the color & chroma key detect. The index select outputs to the subpic palette. The alpha select outputs to the alpha blender. The subpic key select outputs to the alpha blender. The color & chroma key detect outputs to the alpha blender. The subpic palette outputs to an OR gate, which also receives a 0-bit signal and outputs to the alpha blender. The alpha blender outputs to the output.